MISSION X™

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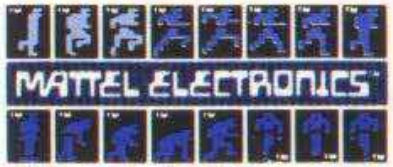

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INTELLIVISION® MATTEL ELECTRONICS®

MISSION X™*

CARTRIDGE INSTRUCTIONS
(FOR 1 PLAYER)

FOR COLOR TV VIEWING ONLY

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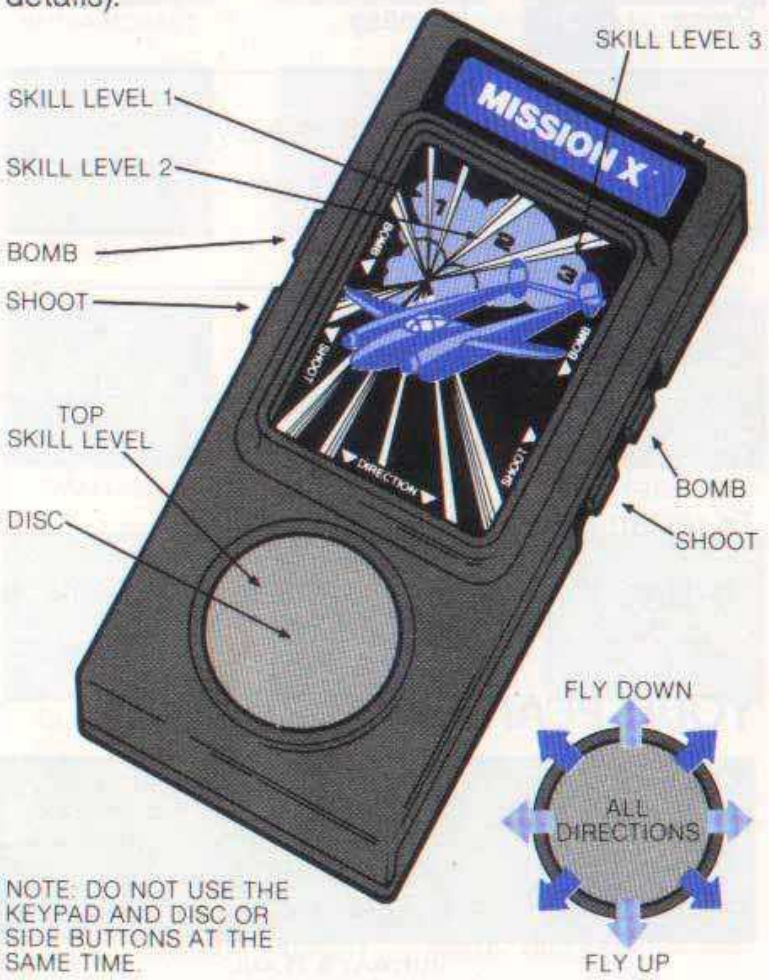
OBJECT OF THE GAME

You control a World War II attacker bomber in a special, death-defying mission...where EVERY-THING you destroy counts. Your targets are combat ships, aircraft carriers, tanks, trucks, trains, and the like, and you must fight DAY and NIGHT to succeed! You can fly your plane up, down, left, right, or at an angle, and both drop BOMBS and shoot BULLETS. WATCH OUT for the ENEMY! They always fire at you from the ground and chase you in the air!

Runways appear at the beginning and between battle cycles. Your score appears between battle cycles and when you are hit. There are 4 skill levels and 12 types of targets. Both single and multiple hits are possible. Scoring gets tougher by the minute! This is prime-time WAR ACTION! If you fail the first time, you are given 3 more chances! So BLOW them to PIECES, score HIGH, and get your mission RIGHT!

YOUR CONTROLS

Slide MISSION X™* overlays into Hand Controller frames, so they cover the keypads. Insert game in computer console cartridge slot (see console owner's instructions for equipment connection details).



NOTE: DO NOT USE THE KEYPAD AND DISC OR SIDE BUTTONS AT THE SAME TIME.

GET READY

Press RESET to begin game. You see the MISSION X™* title appear on the screen. Choose your skill level:

Press	3	for easy
Press	2	for medium easy
Press	1	for hard
Press	Disc	for hardest

Game begins immediately.

To restart a game, press any key.

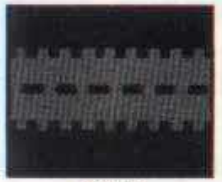
To repeat display of your score after the game is over, press any side button.

YOUR PLANE AND RUNWAY

RUNWAY & PLANE

YOUR TARGETS

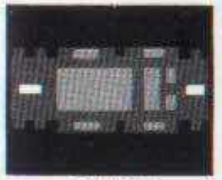
ANTI-AIRCRAFT



ROAD

TRAIN TRACK

TANK



TRUCK

TRAIN ENGINE

SMALL SHIP

HIDDEN TRUCK

TRAIN

LARGE SHIP

ENEMY PLANE

BRIDGE

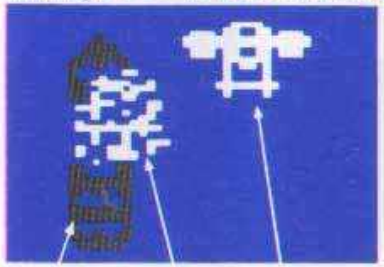
AIRCRAFT CARRIER

ENEMY MISSILES

ACTION!

Your plane takes off from the runway. Press BOTTOM edge of Disc to make it GAIN ALTITUDE.

Flying over land and sea, you spot enemy tanks, anti-aircraft posts, and a fleet of warships. They won't fire at you unless you attack first... but enemy planes will... and they're often near. You decide to bomb a large warship. To drop a BOMB, press either TOP Side Button.

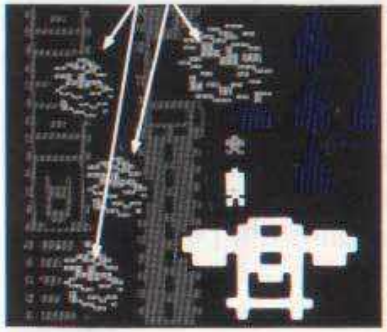


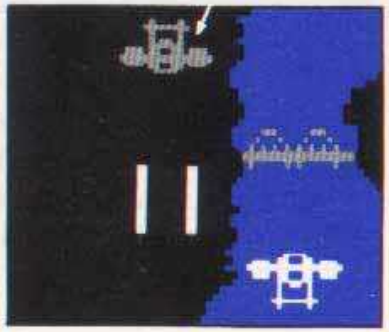
Suddenly they're firing at you from two ships. Those are guided missiles that will destroy your plane on contact. Several more missiles are coming from another ship approaching on the horizon. You must duck the attack! Use Disc to move your plane in the direction you want it to go. Press RIGHT edge to make it go to the RIGHT. Press LEFT edge to make it go to the LEFT. And so on. To make it go DOWN, press TOP edge.

MISSILES FIRED AT YOUR PLANE

You're flying over dangerous land. Before you can catch your breath again, anti-aircraft missiles are guided toward you from different locations. A tank is also firing at you! To duck their attacks, twist to your left a bit, then to your right, using the Disc.

Below, you see a train and a few trucks you would like to blow up. Go for a low-altitude, multiple-hit encounter. Press TOP edge of Disc to plummet, then press either TOP Side Button several times on target! There! There! There!

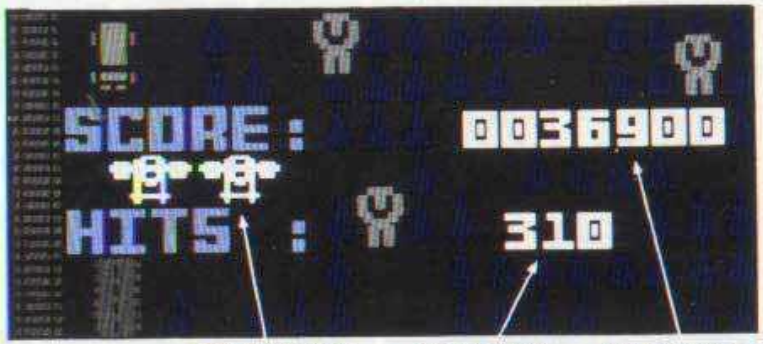




You are cutting through the sky at an angle, flying at high altitude to destroy both sections of the bridge. But before you can drop the bomb, a high-speeding plane attacks! Watch his bullets! Shoot! Shoot! Shoot!

Suddenly it is getting dark. Still you must continue. Colored flak illuminates the night as the enemy fires on you. Your turn! Drop a bomb, another one...fire! Look to your left, look to your right. Pull up...higher! Higher! Get away from the mess!!

SCORING



Your score appears either when hit or when returning to your runway. You get points for every target you hit. Multiple hits give more points if you hit the same target in different places.

TARGETS	POINTS PER HIT
ROAD	10 POINTS
TRAIN TRACK	20 POINTS
ANTI-AIRCRAFT	50 POINTS
TANK	80 POINTS
SMALL SHIP	100 POINTS
TRAIN	100 POINTS
BRIDGE	150 POINTS
TRUCK	150 POINTS
LARGE SHIP	200 POINTS
TRAIN ENGINE	300 POINTS
AIRCRAFT CARRIER	500 POINTS
ENEMY PLANE	500 POINTS

- You get 80 BONUS POINTS for every second you are at the lowest altitude on top of the runway.

- You get 500 BONUS POINTS for destroying both sections of a bridge.

- If you bomb the runway at near-zero altitude, your plane gets blown up.

- If you bomb the runway at high altitude, you lose 1,000 points.

- You get BONUS PLANES when your score reaches:

10,000	320,000	10,240,000
20,000	640,000	20,480,000
40,000	1,280,000	40,960,000
80,000	2,560,000	81,920,000
160,000	5,120,000	

- Game gets tougher at higher scores.

- The maximum possible score is 99,000,000.

- The maximum possible number of hits is 2,560,000.

- The maximum possible number of reserve planes displayed on the screen is 7, although you can have more.

STRATEGY TIPS

- Duck approaching missiles by pulling to one side or quickly losing or gaining altitude.

- Be extra careful when flying in front of an enemy plane — your chance of survival is only 50%!

- Avoid being cornered to one side of the screen by guided missiles or enemy planes.

- Always keep your plane flying at near-zero altitude over the runway each time it appears, and don't ever bomb the runway by mistake!

- Go for the high-point targets whenever possible. Think big. Go for the bonus points and maximum score, too!